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### 1 Computing curricula 2001

[CORPORATE The Joint Task Force on Computing Curricula](#)

September 2001 **Journal on Educational Resources in Computing (JER)**

**Publisher:** ACM [Request Permissions](#)

Full text available: [HTML \(2.78 KB\)](#), [PDF \(613.63 KB\)](#) Additional Information: [full citation, at](#)

**Bibliometrics:** Downloads (6 Weeks): 93, Downloads (12 Months): 1086, Downloads

### 2 Historical perspectives on the computing curriculum (report of the ITI perspectives in computing education)

[Michael Goldweber, John Impagilazzo, Iouri A. Bogoiavlenski, A. G. Clear, \(Rasala](#)

June 1997 **ITICSE-WGR '97: The supplemental proceedings of the conference on science education: working group reports and supplemental papers**

**Publisher:** ACM [Request Permissions](#)

Full text available: [PDF \(110.51 KB\)](#) Additional Information: [full citation, at](#)

**Bibliometrics:** Downloads (6 Weeks): 6, Downloads (12 Months): 64, Downloads

### 3 GPGPU: general purpose computation on graphics hardware

[David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, \(August 2004 \*\*SIGGRAPH '04: SIGGRAPH 2004 Course Notes\*\*](#)

**Publisher:** ACM [Request Permissions](#)

Full text available: [PDF \(63.03 MB\)](#) Additional Information: [full citation, at](#)

**Bibliometrics:** Downloads (6 Weeks): 135, Downloads (12 Months): 1446, Downloads

The graphics processor (GPU) on today's commodity video cards has evolved into a general purpose processor. The latest graphics architectures provide tremendous memory bandwidth and fully programmable vertex ...

### 4 Collision detection and proximity queries

[Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, \(August 2004 \*\*SIGGRAPH '04: SIGGRAPH 2004 Course Notes\*\*](#)

**Publisher:** ACM [Request Permissions](#)

Full text available: [PDF \(11.22 MB\)](#) Additional Information: [full citation, at](#)

**Bibliometrics:** Downloads (6 Weeks): 74, Downloads (12 Months): 564, Downloads

This course will primarily cover widely accepted and proved methodology

advanced or recent topics such as continuous collision detection, ADFs,  
When appropriate ...

- 5 [Automatic compilation to a coarse-grained reconfigurable system-on-chip](#)  
Girish Venkataramani, Walid Najjar, Fadi Kurdahi, Nader Bagherzadeh, Wirgin  
November 2003 **Transactions on Embedded Computing Systems (TECS)**

**Publisher:** ACM [Request Permissions](#)

Full text available: [PDF](#) (687.52 KB)

Additional Information: [full citation](#), [at](#)

**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 66, Downloads

The rapid growth of device densities on silicon has made it feasible to design a new computing platform. However, one of the obstacles to the wider acceptance of this application ...

**Keywords:** Reconfigurable computing, SIMD, compilers

- 6 [Design flow and methodology for 50M gate ASIC](#)

[Alok Mehrotra](#), [Lukas van Ginneken](#), [Yatin Trivedi](#)

January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacific Design Automation Conference**

**Publisher:** ACM

Full text available: [PDF](#) (308.17 KB)

Additional Information: [full citation](#), [at](#)

**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 23, Downloads

This paper presents a methodology for full chip RTL timing closure for a new concept of a "Silicon Virtual Prototype". The methodology is based on the placement ...

- 7 [Towards the next generation of 3D content creation](#)

[Gerhard H. Bendels](#), [Ferenc Kahlesz](#), [Reinhard Klein](#)

May 2004 **AVI '04: Proceedings of the working conference on Advanced Visual Interfaces**

**Publisher:** ACM

Full text available: [PDF](#) (243.26 KB)

Additional Information: [full citation](#), [at](#)

**Bibliometrics:** Downloads (6 Weeks): 10, Downloads (12 Months): 53, Downloads

In this paper we present a novel integrated 3D editing environment that combines computer graphics, such as shape modelling, video-based Human Computer interaction techniques. ...

**Keywords:** AR, HCI, augmented reality, human computer interaction, interaction

- 8 [Patchable instruction ROM architecture](#)

[Timothy Sherwood](#), [Brad Calder](#)

November 2001 **CASES '01: Proceedings of the 2001 international conference on Embedded Systems**

**Publisher:** ACM


Full text available: [PDF](#) (299.03 KB)

Additional Information: [full citation](#), [at](#)


**Bibliometrics:** Downloads (6 Weeks): 5, Downloads (12 Months): 44, Downloads

Increased systems level integration has meant the movement of many including a processor, instruction storage, data path, and local memory conflicting ...

### 9 Algorithmic issues in modeling motion

 Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson, Hershberger, Christian Jensen, Lydia Kavraki, Patrice Koehl, Ming Lin, Dine David Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, 5 December 2002 **Computing Surveys (CSUR)** . Volume 34 Issue 4

**Publisher:** ACM  Request Permissions

Full text available:  Pdf (205.25 KB)


Additional Information: full citation, etc

**Bibliometrics:** Downloads (6 Weeks): 19, Downloads (12 Months): 249, Download


This article is a survey of research areas in which motion plays a pivotal approaches to modeling motion together with related data structures at that lie ...

**Keywords:** Computational geometry, computer vision, mobile networks; physical simulation, robotics, spatio-temporal databases

### 10 Development of a real time image based object recognition method f

 Juergen Gausemeier, Juergen Freund, Carsten Matysczok, Beat Bruederlin, February 2003 **AFRIGRAPH '03: Proceedings of the 2nd international conference on visualisation and interaction in Africa**

**Publisher:** ACM

Full text available:  Pdf (2.94 MB)

Additional Information: full citation, etc

**Bibliometrics:** Downloads (6 Weeks): 10, Downloads (12 Months): 126, Download

In this paper we describe an image based object recognition and tracking correlative process to generate the required data. The object recognition related objects. Correspondings ...


**Keywords:** AR, PDA, augmented reality, mobile devices, object recognition

### 11 Design methodology for PicoRadio networks

J. da Silva, Jr., J. Shamberger, M. Ammer, C. Guo, S. Li, B. Shan, T. Tuan, Vincentelli, P. Wright

March 2001 **DATE '01: Proceedings of the conference on Design, automation**


**Publisher:** IEEE Press

Full text available:  Pdf (328.60 KB)

Additional Information: full citation, etc


**Bibliometrics:** Downloads (6 Weeks): 8, Downloads (12 Months): 39, Download

### 12 Overview of augmented reality

 Ronald Azuma

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Course Notes**

**Publisher:** ACM  Request Permissions

Full text available:  Pdf (6.12 MB)

Additional Information: full citation

**Bibliometrics:** Downloads (6 Weeks): 55, Downloads (12 Months): 381, Download

### 13 Adaptive tetrapuzzles: efficient out-of-core construction and visualization models

 Paolo Cignoni, Fabio Ganovelli, Enrico Gobbetti, Fabio Marton, Federico Per  
August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Mov (23:54 MIN),  Pdf (525.88 KB) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 16, Downloads (12 Months): 103, Downl


We describe an efficient technique for out-of-core construction and accurate surface models. The method uses a regular conformal hierarchy of tetrahedral cell ...

**Keywords:** Level of Detail, Out-Of-Core Algorithms

Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3

### 14 Static scheduling algorithms for allocating directed task graphs to multiprocessors

 Yu-Kwong Kwok, Ishfaq Ahmad

December 1999 **Computing Surveys (CSUR)**, Volume 31 Issue 4

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (723.58 KB) Additional Information: [full citation](#), [ask](#)

**Bibliometrics:** Downloads (6 Weeks): 72, Downloads (12 Months): 737, Downl

Static scheduling of a program represented by a directed task graph on completion time is a well-known problem in parallel processing. Since this problem is NP-complete in general, ...

**Keywords:** DAG, automatic parallelization, multiprocessors, parallel programming, task graphs

### 15 Proscenium: a framework for spatio-temporal video editing

 Eric P. Bennett, Leonard McMillan

November 2003 **MULTIMEDIA '03: Proceedings of the eleventh ACM international conference on Multimedia**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  Pdf (2.86 MB) Additional Information: [full citation](#), [ask](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 54, Downloads

We present an approach to video editing where movie sequences are tracked and sheared and warped under user control. This simple capability enables rapid postproduction modifications, ...

**Keywords:** feature removal, feature selection, multimedia framework, video stabilization

### 16 Perceptual audio rendering of complex virtual environments

 Nicolas Tsingos, Emmanuel Gallo, George Drettakis

August 2004 **SIGGRAPH '04: SIGGRAPH 2004 Papers**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Mov \(24:25 MIN\)](#),  [Pdf \(475.04 KB\)](#) Additional Information: [full citation](#)

**Bibliometrics:** Downloads (6 Weeks): 27, Downloads (12 Months): 189, Download


We propose a real-time 3D audio rendering pipeline for complex virtual sources. The approach, based on auditory culling and spatial level-of-of sources commonly ...

**Keywords:** Audio Hardware, Perceptual Rendering, Spatial Hearing Mo


Also published in:

August 2004 **Transactions on Graphics (TOG)** Volume 23 Issue 3

# 17 [Using shape distributions to compare solid models](#)

 Cheuk Yiu Ip, Daniel Lapadat, Leonard Sieger, William C. Regli  
June 2002 **SMA '02: Proceedings of the seventh ACM symposium on So**

**Publisher:** ACM

Full text available:  [Pdf \(237.71 KB\)](#)


Additional Information: [full citation](#), [ab](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 50, Downloa


Our recent work has described how to use feature and topology in-form we describe a new method to compare solid models based on shape dis common in the computer ...

**Keywords:** 3D search, shape matching, shape recognition, solid model

# 18 [Modeling layout tools to derive forward estimates of area and delay f](#)

 Donald S. Gelosh, Dorothy E. Steliff  
July 2000 **Transactions on Design Automation of Electronic Syste**

**Publisher:** ACM  [Request Permissions](#)

Full text available:  [Pdf \(278.32 KB\)](#)

Additional Information: [full citation](#), [ab](#)

**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 25, Downloa

Forward estimates of area and delay facilitate effective decision-making designs. Current estimation techniques focus on modeling the layout re: estimates. This paper ...

**Keywords:** VLSI CAD, estimation, estimation techniques, layout, mach

# 19 [Proceedings of the 2003 Asia and South Pacific Design Automation](#)

 Hiroto Yasuura

January 2003 **ASP-DAC '03: Proceedings of the 2003 Asia and South Pacif**  
**Publisher:** ACM

Additional Information: [full citation](#), [abstract](#)

**Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downl


On behalf of the Organizing Committee, I would like to welcome you to

Conference 2003(ASP-DAC 2003), a sister conference of DAC and DATE  
the largest industrial ...

**20 Runtime Power Monitoring in High-End Processors: Methodology and  
Canturk Isci, Margaret Martonosi**

December 2003 **MI CRO 36**: Proceedings of the 36th annual IEEE/ACM International

**Publisher:** IEEE Computer Society

Full text available:  Pdf (921.50 KB)

Additional Information: full citation, at

**Bibliometrics:** Downloads (6 Weeks): 18, Downloads (12 Months): 138, Downloads

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measuring power dissipation of real, running systems has become crucial  
design. Live power measurements ...

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